

AVAILABLE FALL 2003

CHALLENGE THE WORLD'S GREATEST TEAMS



XBOX

PRACTICE GROUNDS



PLAY WITH OFF THE BALL™ CONTROL



THE BIGGEST RIVALRIES



FEATURES

▶ TAKE IT TO THE NEXT LEVEL

Play the entire game with *Off the Ball™* Control, a revolutionary gameplay feature that allows you to jostle for space, lose your marker, and control the player receiving a pass.

▶ BE THE ULTIMATE PLAYER-MANAGER

Manage budgets, promote and relegate players, and guide your franchise to the Championship season after season in Career mode.

▶ CHALLENGE THE WORLD

The only game with 18 licensed leagues—featuring the best teams from around the world, plus the Americas Club Championship with all-new licensed teams from Latin America.

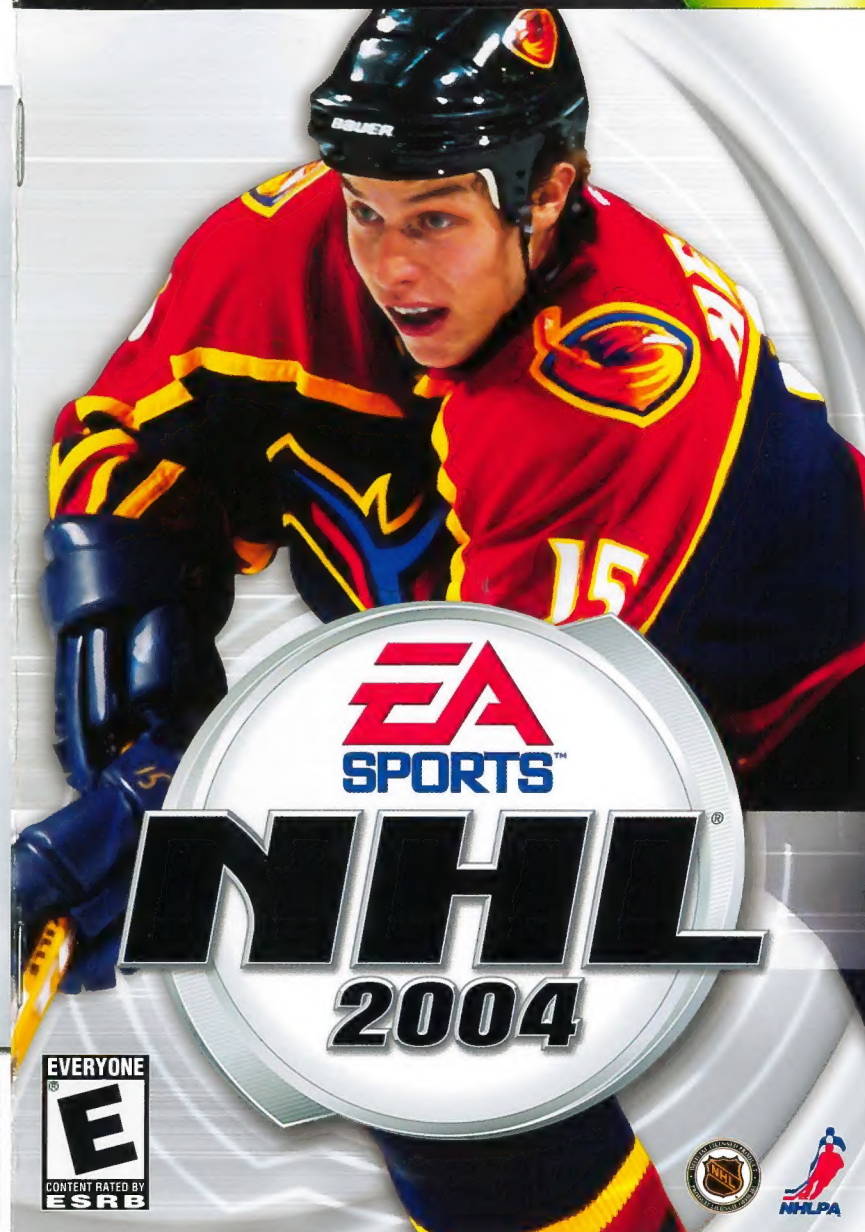
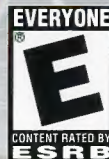
▶ NEW EA SPORTS™ BIO

Unlock special rewards in *FIFA Soccer 2004* by playing multiple titles including *Madden NFL™ 2004*, *NBA LIVE 2004*, and more.



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

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ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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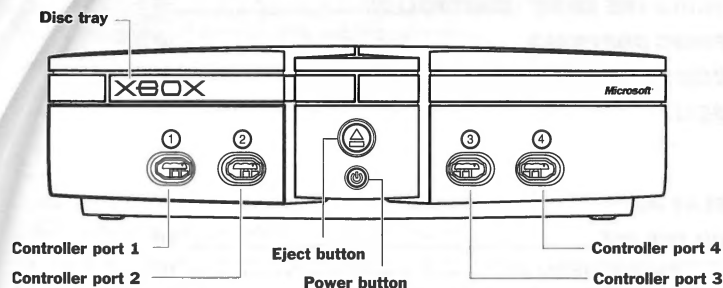
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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USING THE XBOX™ VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *NHL® 2004* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *NHL 2004*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

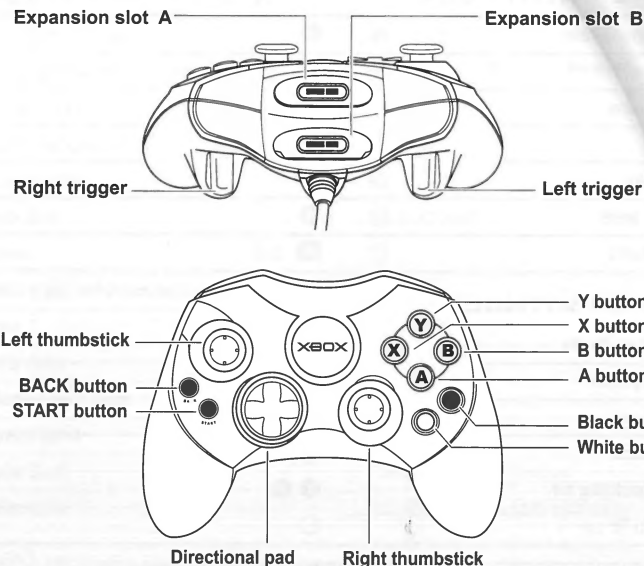
- ❖ Insert only Xbox-compatible discs into the disc drive.
- ❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ❖ Do not leave a disc in the Xbox console for extended periods when not in use.
- ❖ Do not move the Xbox console while the power is on and a disc is inserted.
- ❖ Do not apply labels, stickers, or other foreign objects to discs.



USING THE XBOX™ CONTROLLER



XBOX™ CONTROLLER CONFIGURATIONS



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NHL 2004*.

MENU CONTROLS

Highlight menu item	↑ or ↓
Change highlighted item	← or →
Select/Advance to next screen	A or ►
Cancel/Return to previous screen	B or ◀
Change music track	R (click)

For more info about this and other titles, visit EA SPORTS on the web at www.easports.com.

BASIC CONTROLS

Before you get on the ice you need to know the basics or the big hitters are going to mop up the arena with you.

PLAYER WITH PUCK

Move player/Skate	L
Flat pass/Face off	A
Saucer pass	X
Shoot	B
Auto deke	Y
Manual deke	R
Speed burst	R (pull)

PLAYER WITHOUT PUCK

Move player/Skate	L
Change player	A
Speed burst	R (pull)
Poke check	X
Body check/Big hit	Y / R
Hook/Pin/Tie up	O

For a more detailed list of commands, > *Complete Controls* on the next page.



COMPLETE CONTROLS

When you're ready to take your game to the next level, master these more advanced controls and you'll be playoff-bound in no time.



PLAYER WITH PUCK

Move player/Skate	L
Bring up line-change menu/ Select line	C / C
Manual deke	R
Flat Pass/Face off	A
Saucer pass	X (hold briefly)
Slap shot	B (hold briefly)
Shoot	B
Wrist shot/One timer (with loose puck)	B (tap)
Spin	L + Y
Auto deke	Y
Manual deke pass	R / B (tap)
Speed burst	R (pull)
Fake Shot	Pull L while in a wind up
Fake Pass	Pull L while in a pass wind up



TIP: Use a saucer pass to pass the puck over your opponents' sticks.

PLAYER WITHOUT PUCK

Move player/Skate	L
Speed Burst	R (pull)
Bring up line-change menu/Select line	C / C
Body check/Big Hit	Y / R
Hook/Pin/Tie up	O
Dive	L + Y
Block	L + X
Charge up a hit	R (click)
Last man back	A (hold)
Change player	A
Poke check	X / L + R

GOALIE WITH PUCK

Pass	A
Saucer pass	X
Clear puck	B
Free skate	L

GOALIE WITHOUT PUCK

Save attempt	B
Control goalie	L + A
Free skate	L (pull and hold) + L

FACE-OFFS

Draw puck	A
Body check/Big hit	Y/R

FIGHTING

High/Low punch	B/A
High/Low block	L ↑
Activate fight	↺

STRATEGY

Bring up line change menu/Select line	●/●
Pause game	▶
Pull goalie	Pause menu (under [Team] Options)
Offensive Quick Play strategies	● ↑
Defensive Quick Play strategies	● ←

❖ You can also map your controls to different buttons using the Configure Controller option (> p. 25).

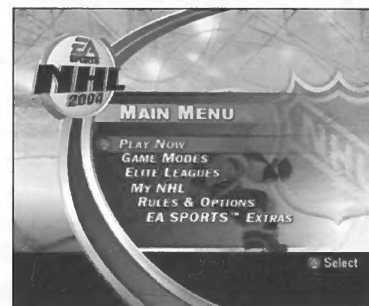


SETTING UP THE GAME

Familiarize yourself with the Main menu and the game screen, then play a couple of no-consequences Exhibition games to get yourself quickly in the game.

MAIN MENU

Access all game modes, create players and teams, and make adjustments to rules, options, and more.



PLAY NOW

Get on the ice and in the game fast.

GAME MODES

Access Dynasty Mode™, Exhibition, Season, Playoffs, and Tournament mode games.

ELITE LEAGUES

Play through a season with a team from any of these international leagues: Elitserien, SM-Liiga, and DEL.

MY NHL®

Create a player or custom team. Visit the GM Hall of Fame, set your favorite team, view Unlockables, or access your EA SPORTS Bio.

RULES & OPTIONS

Adjust rules, settings, and rosters, view the numbers at stats central, configure your controller, save and load settings, or select a language.

EA SPORTS™ EXTRAS

Get a quick look at all the exciting changes in *NHL 2004* with the What's New video, take a look at the game credits, polish your skills at Training Camp, and have a peek at the EA SPORTS™ franchise preview.



GAME SCREEN

The information on the game screen lets you know what the score is... and more.



PLAYER ICONS

The icons next to your players tell you what their strengths and weaknesses are.



BIG HITTER



BIG SHOOTER



HERO



SNIPER



HOT STREAK



INJURED, can't play



INJURED, can play but is susceptible to further injury if he does



TIRED, indicates a goalie who has played too many games without resting



PLAYER IS SUSPENDED



PLAYER HAS THE FLU



COLD STREAK



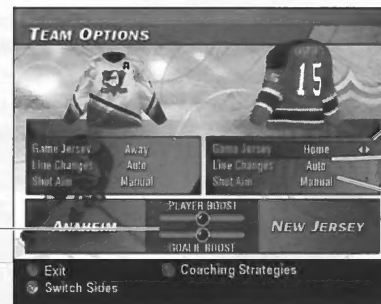
SPEEDSTER (FAST SKATER)

PLAY NOW

This mode gets you on the ice with minimal setup for a quick fix of hard-hitting hockey.

TO START A PLAY NOW GAME:

1. From the Main menu, choose **PLAY NOW** and press **A**. The Choose Teams screen appears.
2. Press the **↑** or move the **↑** to select a team.
 ➔ Press the **↔** or move the **L ↔** to alternate between Home and Away teams.
 ➔ Pull **L** or pull **R** to cycle between leagues.
 ➔ Press **X** to select random teams.
3. Press **A** to advance to the Choose Sides screen.
4. Press the **↔** or move the **L ↔** to position the controller icon on the side you want to control and then press **A**.
 ➔ To set your Team Options (> below), press **Y**.
5. When you're finished selecting teams, press **A** to advance to the Quick Settings menu.



Give an advantage to one team's players or goalie by moving the appropriate slider closer to the team you want to give the advantage to

QUICK SETTINGS MENU

SKILL LEVEL

Choose a skill level from **BEGINNER** to **DIFFICULT**.

CAMERA

Select a camera view from **ICE**, **CLASSIC**, **OVERHEAD**, **BROADCAST**, or **ACTION**.

PERIOD LENGTH

Set your period length to **5**, **10**, **15**, or **20** minutes.

RULES

Set the rules governing the game to **CUSTOM** (uses the rules that you set in the Rules & Options screen), **OFF** (no rules enforced), **NHL**, or **INTERNATIONAL**.

- ➔ When you've adjusted your settings, press **A** to accept the settings and advance to the face-off (> p. 10).



ON THE ICE

Everything from taking a breather to pinpointing your penalty-kill strategy: this section helps you excel at all aspects of the game.

FACE-OFF

It all starts with the face-off. Be ready to play when the ref drops the puck.

➔ Press **A** + move the **LB** to win the face-off and pass the puck to a teammate.

PAUSE MENU

➔ Press **PS** to access the Pause menu during a game.

RESUME

Return to the game.

REPLAY

View an instant replay of the amazing goal or bone-crunching hit that just happened.

RULES AND OPTIONS

Adjust your Rules, Display, and Sound Options.

STATS CENTRAL

View the Team Comparison, Scoring Summary, Penalty Summary, [Team] Stats, and Goalie Stats.

CAMERA

Change the Camera View, toggle Autozoom **ON/OFF**, toggle Camera Perspective to **ALTERNATING**, **ALWAYS UP**, or **ALWAYS DOWN**.

TEAM OPTIONS

Edit lines, adjust your strategies, set Line Changes to **OFF/MANUAL/AUTO**, toggle Shot Aim **MANUAL/AUTO**, pull your Goalie, or take a Timeout.

CONTROLLER SETUP

Change the team you control.

QUIT

Quit the game and return to the Main menu.

COACHING STRATEGIES

Adjust your Coaching Strategies to suit the situation on the ice.

TO ADJUST YOUR COACHING STRATEGY:

1. From the Team Options screen, select **STRATEGIES** by pressing **A**. The Strategies screen appears for the team selected.
 2. Select a strategy for each Offensive line and for your Power Play squad.
 3. Adjust your strategies for Quick Plays, Strategy, and Penalty Kill on defense.
- ❖ For more information on Strategies, check out the Strategies with Marc Crawford option from the EA SPORTS Extras menu (> p. 26).

DYNASTY MODE™

Take your team from the trenches to the playoffs and see how many times you can bring home the Stanley Cup®.

TO START A DYNASTY MODE™ GAME:

1. From the Game Modes menu, choose **DYNASTY MODE**. The Dynasty mode pop-up screen appears.
2. Choose **NEW** and press **A**. The Create GM screen appears.
3. Highlight the GM info that you want to enter or edit and press **A**. The Text Entry overlay appears.
4. Highlight the character you want to enter and press **A**. When you're finished entering characters, highlight **DONE** and press **A**.
5. When you've entered all your GM info, highlight **DONE** and press **A**. The Dynasty Setup menu appears.
6. Press the **LB** to highlight the various Dynasty settings, and then press the **PS** to change the setting. When you're done making adjustments, press **A** to advance to the Select Team screen.
7. Press the **PS** to highlight the team you want and then press **A**.
 - ➔ To add a created team, press **Y**.
 - ➔ To view Dynasty information including staff, facilities, and revenue ratings, press **X**.
8. When you're finished setting up your Dynasty, press **PS** to advance to the Dynasty Central menu.

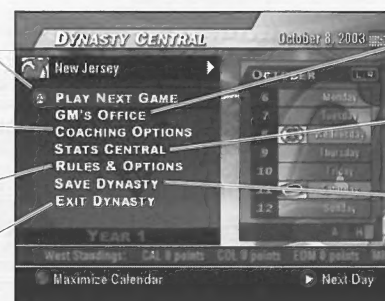
DYNASTY CENTRAL MENU

Play the next game on your team's schedule

Edit lines and jersey numbers or view league schedule

Adjust game, display, and sound settings

Exit Dynasty Mode and return to the Main menu



Visit your GM's office and manage rosters, upgrades, finances, and more

View team standings, team stats, player stats, and awards

LOAD/SAVE your Dynasty

Pull **LB** or **RB** or press the **LB** to move back/forward in your schedule



MAKING A NAME FOR YOURSELF

The goal in Dynasty Mode is to earn the highest GM score and make it to the GM Hall of Fame. GMs have 20 years to earn profits, win some Stanley Cups, and build a Dynasty.

EXPERIENCE POINTS

GMs receive experience points for their actions and their team's performance. Many of the points are handed out at the beginning of the off-season based on their GM ranking. GMs earn experience points based on their rankings in: profit, attendance, team winning percentage, playoff performance, trading, and more. The higher the rank, the more bonus experience points you earn.

UPGRADES

For every 100 experience points a GM earns, he earns an upgrade. Upgrades allow GMs to hire new staff and build new facilities. Upgrades also improve your players and increase profits. When you earn an upgrade, you also receive a gift from the team owners.

BUILDING YOUR DYNASTY

There are three ways to advance through the season:

PLAY NEXT GAME

Choose this option to play the next game on your schedule. Other games in the league before this date are simulated.

NEXT DAY

Press **►** to go to the next day. This sims all games and practices and takes you to the next morning.

SIM TO DATE

Press **Y** on any day on the calendar to sim to that day.
Press **Y** on the day that you are currently on to sim that day.

PRACTICES

Schedule practices to keep your team in shape for the season.

TO SCHEDULE A PRACTICE:

1. From the Calendar at the Dynasty Central menu, press the **●** to highlight the day you want to schedule and press **A**. The Set Practice Type menu appears.
2. Press **●** **↓** to highlight the type of practice you want to schedule.



TIP: The type of practice you schedule affects the team's performance on the following day.

MORALE

All players on your team have a morale rating that starts at 100. Morale goes down if players don't get the ice time they want, your team loses a bunch of games in a row, your team's locker room rating is low, or if you have too many long practices. View player morale on the Progress Reports screen, under the GM's Office menu. When morale goes down, player attributes go down.

PRESTIGE PLAYERS

Players rated 96 and above are considered high prestige players or superstars. Players rated 90 and above are considered prestige players or stars. Having these players on your team raises revenue through higher TV contracts and higher attendance. However, stars and superstars want lots of ice time, so watch their morale. Also, superstars cost lots of money, so watch your profit margins. View how many stars and superstars you have on the Contracts screen.

TV CONTRACTS

A TV contract is already in place for the first season. Starting in the second season, you are offered a contract based on your previous year's playoff performance and the number of prestige and high prestige players on your team.

GM'S OFFICE

MANAGE ROSTER

View Contracts/Move Players, renegotiate Contracts, Trade Players, and sign Free Agents.

UPGRADES

Use upgrade points to improve your staff in the following areas: Scouting, Medical, Coaching, Marketing, and Legal. Or apply them to your facilities: Equipment Room, Team Travel, Team Gym, Practice Rink, and Locker Room.

FINANCES

Set Ticket Prices, Playoff Ticket Prices, view Next Game Attendance, Average Attendance, and more. Review your Team Salary, Staff Salary, Facility Expenses, and Operating Expenses. Your team's yearly profit is shown at the bottom of the screen.

GM RANKINGS

See how your GM ranks compared to other GMs in the league. GMs are awarded bonus experience points based on their end of season ranking.

PROGRESS REPORTS

Check out how your players are doing at Home and Away and see how their morale is holding. This screen shows the adjusted attributes of your players after practices, morale, and upgrades are taken into account.

SCOUTING REPORTS

See who the upcoming talent is. Hire more scouts on the Upgrade screen to see more rookie attributes.

OFFICE REWARDS

Get some new gear for your office. Change your art, computer, couch, and more. You get a new item for each 100 experience points you earn.



OFF-SEASON

After the Stanley Cup Finals are complete, it's time for the off-season. The first task of a GM is to draft some rookies. On June 11th of every year, you participate in the NHL Entry Draft.

NHL® ENTRY DRAFT

Sim to June 11th or beyond to participate in the draft.

TO DRAFT PLAYERS:

1. At the NHL Entry Draft screen, press **►** to begin the draft.
2. When it is your turn to draft, press **A** to go to the Scouting Report screen.
➔ If you want the CPU to draft for you, press **►**. If you want to manually draft your players, press **A**.
3. Press the **⬆** **⬆** to scroll through the list of players and press **X** to toggle between skaters and goalies.
4. Press **►** to draft the player you want.
5. Continue this process until all five rounds are complete.
6. Press **►** again at the end of the draft to exit to Dynasty Central.

FREE AGENTS

Free agents can be signed during the season and during the month of July.

TO SIGN FREE AGENTS:

1. From the GM Office, select **MANAGE ROSTER**. Then, choose **FREE AGENTS**.
2. Press **⬆** **⬆** to find a free agent that you want and press **A** to offer a contract. The Contract Offer screen appears.
3. Press **⬆** **↔** to change the salary and the number of years and then press **A** again to offer the deal.
4. The player accepts or rejects your offer.
❖ You can submit offers to a player as many times as you like.



OTHER GAME MODES

In addition to Dynasty Mode, and Play Now, there are four other game modes for you to master.

EXHIBITION

This game mode pits one team against another with nothing at stake except pride.

TO BEGIN AN EXHIBITION GAME:

1. From the Main menu, choose **GAME MODES**. The Game Modes menu appears.
2. Highlight **EXHIBITION** and press **A**. The Choose Teams screen appears.
3. Continue as you would in a Play Now game (**>** p. 9).
➔ When you've adjusted your settings, press **A** to accept the settings and advance to the face-off.

SEASON

Put your team through a grueling 29-, 58-, or **82**-game season.

TO BEGIN A SEASON:

1. From the Main menu, choose **GAME MODES**. The Game Modes menu appears.
2. Highlight **SEASON** and press **A**. An overlay appears.
3. Choose **NEW** to start a new Season. The Season Setup screen appears.

SEASON SETUP MENU

Most of the topics at the Season Setup menu are self-explanatory. Those that require more explanation are listed below.

STARTING ROSTERS

Select **CURRENT** to use the rosters last used. When set to **FANTASY DRAFT**, you go through a fantasy draft, allowing you to assemble your dream team. **DEFAULT** rosters are the rosters that *NHL 2004* shipped with.

OT LOSS

When set to **0 Pts**, no points are allotted for an OT Loss. When set to **1 Pt**, each team gets one point.

TIE BREAK

Choose how a tie game is decided: **CONTINUOUS OT**, **SHOOTOUT**, **5 MIN. THEN SHOOTOUT**, **SINGLE OT (4 ON 4)**, **SINGLE OT (5 ON 5)**, or **NO OVERTIME**.

HERO RATING

Toggle **ON** if you want Hero players to play harder at the end of a game. Default is **OFF**.

ARENA TYPE

When set to **AUTO**, the home team determines the rink type. Or choose **NHL** or **INTERNATIONAL** to predetermine the arena type.

PENALTIES

Move the slider toward the right to increase the likelihood of penalties being called. Move it to the left to decrease the likelihood.

FIGHTING

Move the slider toward the right to increase the likelihood of fights. Move it to the left to decrease the likelihood.

OFFSIDE

Determine whether or not Offsides violations are called. The default is **ON**.



ICING

Determine whether or not Icing violations are called. The default is **ON**.

2 LINE PASS

Determine whether or not 2 Line Pass violations are called. The default is **ON**.

CPU TRADING

Toggle CPU initiated trades **ON/OFF**.

INJURIES

Toggle injuries **ON/OFF**.

PLAYOFF TIE BREAK

Choose how a tie game is decided: **CONTINUOUS OT**, **SHOOTOUT**, or **10 MIN. THEN SHOOTOUT**.

- ➔ After you've adjusted your Season settings, highlight **DONE** and press **A** to advance to the Select Team screen and then continue as you would in a Dynasty Mode game (> p. 11).

PLAYOFFS

See if you can handle the pressure and excitement of the postseason. You set the teams, the rules, and the Playoff structure.

TO BEGIN A PLAYOFF GAME:

1. From the Main menu, choose **GAME MODES**. The Game Modes menu appears.
2. Highlight **PLAYOFFS** and press **A**. An overlay appears.
3. Choose **NEW** to start a new playoff game (series). The Playoff Setup screen appears.

PLAYOFF SETUP MENU

The Playoff Setup menu is similar to the Season Setup menu.

- ➔ Adjust your Playoff settings as you would adjust your Season settings (> p. 15).
- ➔ After you've adjusted your Playoff settings, highlight **DONE** press **A** to advance to the Select Team screen and then continue as you would in a Dynasty Mode game (> p. 11).

TOURNAMENT

You invite the teams. You set the rules and determine the tournament structure. Set up and play an 8- or 16-team tournament and see if you really do rule the rink.

- ➔ Setting up a Tournament is very much like setting up a Season (> Setting up a Season on p. 15).

ELITE LEAGUES

NHL 2004 now gives you a chance to go a whole season with a team from three of the top elite leagues. Choose from the Elitserien (Sweden), SM-Liiga (Finland), and DEL (Germany) leagues. With Elite Leagues you have 39 additional teams to play as or against, all with their unique jerseys, traditions, and chants, specific to their league. In the SM-Liiga league, the top goal scorer of each team wears a Golden Helmet.

International rules govern gameplay, instead of NHL rules (e.g., 2-Line passes are permitted). League-specific rules are also enforced. For example, in the SM-Liiga league, there is no overtime in regular season games. However, in the DEL league, no game ever ends in a tie.

- ➔ Set up an Elite League game as you would set up a Season (> p. 15).

MY NHL®

From creating a player to creating a world-class team, this section lets you play *NHL 2004* the way you want to play it.

CREATE PLAYER

From his skates to his stick, you determine the make up of your created player.

TO CREATE A PLAYER:

1. From the My NHL menu, choose **CREATE PLAYER**. The New/Edit Player screen appears.
 2. Choose **NEW** and press **A**. The Player Information screen appears.
- ➔ Enter your player's name and birthplace using the text entry overlay.
 - ➔ To choose a play-by-play name and country, highlight the information you want to set and press **A**. Your options are displayed on the right half of the screen. Press the **Left Arrow** until your choice is highlighted and then press **A**.
 - ➔ To enter your player's birth date, highlight **DAY** and press the **Left Arrow** until the desired date appears. Repeat this process for Month and Year.
 - ➔ Press the **Left Arrow** to adjust all the information this way, and then highlight **CONTINUE** and press **A**. The Player Appearance screen appears.

PLAYER APPEARANCE SCREEN

Adjust your player's head, height, weight, helmet, visor, stick, and skates.

- ➔ Move the **Right Arrow** to zoom in/out.
- ➔ Move the **Right Arrow** to rotate the player model.
- ➔ Pull **L/R** to pan up/down.
- ➔ When you're finished editing your player's appearance, highlight **CONTINUE** and press **A** to advance to the Player Ratings screen.

PLAYER RATINGS SCREEN

TO ADJUST YOUR PLAYER RATINGS:

1. Press the **Left Arrow** to highlight the rating you want to adjust and then press the **Left Arrow** to move the sliders and adjust that rating.
 - ➔ Press **X** to access the Player Hockey Sense ratings. Move the sliders to adjust all of your player's attributes.
 2. When you're done adjusting your player's ratings, press **Enter**. An overlay appears confirming the roster your created player was assigned to.
- ❖ Adjusting a player's ratings affects his salary. A more skilled player earns a larger salary.



CUSTOM TEAMS

Create a team name, select your jerseys, name your stadium, and then put the finishing touches on your team by staffing it with the top players from all leagues.

TO CREATE A CUSTOM TEAM:

1. From the My NHL menu, choose CUSTOM TEAMS. The New/Edit screen appears.
2. Choose NEW and press **A**. The Team Information screen appears.
3. Enter your team information the same way you would enter player information (> p. 17). When you're finished, highlight CONTINUE press **A** to advance to the Team Appearance screen.
4. Adjust your team's appearance in the way you would adjust your player's appearance (> p. 17). When you're finished, highlight CONTINUE press **A** to advance to the Team Arena screen.
5. Adjust the information for your team's arena the way you adjusted your team's appearance, and then highlight CONTINUE and press **A** to advance to the Choose Players screen.
6. Press the **Left Arrow** to highlight a player to add to your team and then press **A**.
➔ To cycle between teams, pull **L** or **R**.
❖ You must have at least two goalies and 18 skaters on your team.
7. When you've finished adding players to your team, press **Right Arrow** to confirm. An overlay appears and prompts you to press **A** to return to the Custom Team menu.
❖ Your custom team can be used in all modes of play. To use your custom team in Season or Dynasty mode, you must replace an existing NHL team with your custom team.

GM HALL OF FAME

The GM Hall of Fame ranks the top 10 GMs from Dynasty Mode. To be eligible, GMs must have completed a full 20 season dynasty.

MY FAVORITE TEAM

The first time you start *NHL 2004*, the My Favorite Team overlay appears. This team is then used as the default team for Play Now, Dynasty, and Exhibition modes. Your favorite team is also featured in the menu artwork and is your default team for rosters and create-a-player.

- ➔ Press the **Left Arrow** until your team is highlighted and then press **A**.



EA SPORTS™ BIO

EA SPORTS Bio is a feature designed to reward you for playing EA SPORTS titles. Your EA SPORTS Bio, a file shared between all EA SPORTS games via your hard disk, is a résumé that tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

- ❖ The first time you select EA SPORTS BIO from the My NHL screen you are prompted to create an EA SPORTS Bio. You are also prompted to save when you complete accomplishments or reach a new gamer level.

NOTE: The EA SPORTS Bio can **only** be saved to your Xbox hard disk.

EA SPORTS™ GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level One gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

EA SPORTS TITLES PLAYED

Every EA SPORTS title you add to your EA SPORTS résumé gets you more credit toward the next level gamer. Play more products, earn a higher level rating—it's as easy as that.

GAME TIME

Finally you get recognized for all the time you put in on EA SPORTS titles and get rewarded for your loyalty and devotion. Does it get any better than this? The more time you put in, the faster you rise to the next level.

NUMBER OF GAMES PLAYED

Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.

REWARDS

When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

- ❖ A level increase potentially unlocks rewards for all EA SPORTS titles in your Bio, regardless of which title the level was achieved while playing.



PRODUCT LISTING SCREEN

Your gamer level is based on the number of EA SPORTS titles played, hours logged, and your accomplishments

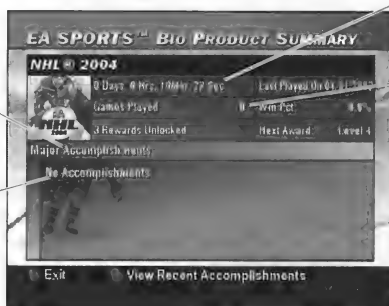


Number of *all* EA SPORTS titles played

Total combined hours logged for each EA SPORTS title included in your Bio

PRODUCT SUMMARY SCREEN

Toggle Major and Recent Accomplishments



Total time spent playing the selected title

Number of games played for this title

ACCOMPLISHMENTS

In each EA SPORTS game, there are certain accomplishments you can achieve. These accomplishments vary by title. When you achieve an accomplishment, a prompt appears asking if you want to save this accomplishment to your EA SPORTS Bio.

MAJOR ACCOMPLISHMENTS

This list shows the five highest-ranking accomplishments.

RECENT ACCOMPLISHMENTS

This list shows the most recent accomplishments, sorted by date.

RULES & OPTIONS



Adjust all of the rules and settings governing your experience on the ice, from turning off various infractions to determining if the final moments of a pivotal game trigger a player to become a hero.

RULES

Some of the items on the Rules screen are self-explanatory or were already described under Quick Settings (> p. 9). Those that require more explanation are listed below.

FIGHTING

Decide how often a fight breaks out.

OFFSIDE

Determine whether or not the referees call offsides. A player is offside when he crosses over the other team's blue line before the puck does. Default is **OFF**.

ICING

Determine whether or not the referees call icing. Icing occurs when a player shoots the puck from his own half of the ice beyond the other team's goal line and an opposing player touches the puck. Default is **OFF**.

2 LINE PASS

Determine whether or not the referees call a two line pass infraction. This penalty occurs when a player passes the puck over at least two lines (a blue line plus the red line) to a teammate. Default is **OFF**.

INJURIES

When ON, players can be injured. Default is **OFF**.

HEROES

When ON, certain players become heroes in the last minutes of a close game, overtime, the playoffs, or Medal Rounds of a tournament. Default is **OFF**.

SETTINGS

Set up the game the way you want to play it. Adjust gameplay, display, and sound settings.

GAMEPLAY

SKILL LEVEL

Choose one of four skill levels: BEGINNER, **EASY**, MEDIUM, or DIFFICULT.

GAME SPEED

Use the slider to slow the game speed (left) or increase the game speed (right).

PUCK CONTROL

Use the slider to make the puck easier (left) or harder (right) to control.

FATIGUE EFFECT

Move the slider to the left to decrease the effects of fatigue or to the right to increase the effects.

INJURIES

Move the slider to the left/right to decrease/increase the likelihood of injuries.

FIGHTING DIFFICULTY

Move the slider to the left/right to decrease/increase the difficulty of fighting.

DISPLAY

CAMERA VIEW

Select ACTION, ICE, CLASSIC, OVERHEAD, LIVE, or BROADCAST.

AUTO ZOOM

Turn camera Auto Zoom ON/OFF.

CAMERA PERSPECTIVE

Choose between ALTERNATING, ALWAYS UP, and ALWAYS DOWN.

SCORE OVERLAY

Toggle OFF to hide the on-screen score. Default is ON.

CONTROL INDICATOR

Select whether players are identified by name (ON), or POSITION, or toggle OFF to turn off player identification.

SOUND

AUDIO FORMAT

Select STEREO, MONO, or DOLBY® DIGITAL™ from the Xbox dashboard.

ON-ICE SOUND

Toggle on-ice sound ON/OFF.

➡ Move the sliders to the left/right to decrease/increase the volumes for Commentary, Music, SFX, Crowd, and Rink Speech.

ROSTERS

All of the roster options listed below can be accessed by choosing ROSTERS from the Rules & Options menu.

ROSTER MANAGEMENT

TO MOVE A PLAYER TO ANOTHER TEAM:

1. From the Rosters menu, choose ROSTER MANAGEMENT. The Roster Management screen appears.
2. Pull **L** or **R** until the team from which you want to move a player is displayed.
3. Press the **⬅** to highlight the player you want to move.
4. Press **Y** to switch sides and then pull **L** or **R** to choose the team to which you want to move a player.
5. Press **Y** to switch sides, then press **A** to complete the move. A pop-up appears asking you to confirm that you want to make this move, choose YES and press **A**.



EDIT LINES

Rearrange your lines to incorporate new talent, maximize a hot streak, or work around an injured player.

TO EDIT YOUR LINES:

1. From the Rosters menu, choose EDIT LINES. The Edit Lines menu appears.
2. Pull **L** or **R** to cycle through the teams until you find the team whose line(s) you want to edit.
3. Press the **⬅** to cycle through the lines until the line you want to edit is displayed.
4. Press the **⬅** to highlight the player you want to remove from the line and press **A**. An overlay appears on the right side.
5. Press the **⬅** to highlight the player you want to move into the vacated spot and press **A**.
➡ To auto-set a team's lines to Best Lines, press **X**.

DEFAULT ROSTERS

Return your rosters to the original rosters that NHL 2004 shipped with.

JERSEY NUMBERS

TO CHANGE A PLAYER'S JERSEY NUMBER:

1. From the Rosters menu, choose JERSEY NUMBERS. The Jersey Numbers screen appears.
2. Pull **L** or **R** to find the player's team.
3. Press the **⬅** until the player is highlighted and then press **A**. The player's current number is highlighted with a yellow box.
4. Press the **⬅** until the number you wish to change the player's number to is highlighted and then press **A**.
5. Press **B** to return to the Main menu when you're finished.
➡ Press **X** on the Jersey Numbers screen to bring up an overlay used to change captains.



STATS CENTRAL

View team and player stats for a season or for playoffs. The table below lists the abbreviations for team, player, and goalie stats.

TEAM		PLAYER		GOALIE	
GP	Games Played	GP	Games Played	GP	Games Played
W	Wins	G	Goals	GAA	Goals Against Average
L	Losses	A	Assists	W	Wins
T	Ties	PTS	Points	L	Losses
OTL	Overtime Loss	PIMS	Penalties in Minutes	T	Ties
PTS	Points	+/-	Goal differential while the player is on the ice, excluding power play goals.	GA	Goals Against
W%	Winning Percentage	PPG	Power Play Goals	S%	Save Percentage
GF	Goals For	SHG	Short-Handed Goals	SA	Saves
GA	Goals Against	GWG	Game-Winning Goals	SO	Shutouts
PPG	Power Play Goals For	GTG	Game tying goals	MIN	Total Minutes Played
TPP	Total Power Plays	S	Shots	PIMS	Penalties In Minutes
PP%	Power Play Percentage	S%	Shooting percentage	G	Goals
SHA	Short Handed Goals Against	FOW	Face Offs Won	A	Assists
PPA	Power Play Goals Against	FOT	Face Offs Taken	PTS	Points
TSH	Times Short Handed	Hits	Hits	HT	Height
PK%	Penalty Killing Percentage	GV	Giveaways	WT	Weight
SHGF	Short Handed Goals For	TK	Takeaways	GLV	Glove Hand
		MIN	Total Minutes Played		
		HT	Height		
		WT	Weight		
		SHT	Shoots		

TEAM STATS

You can view Team Stats for an entire season or for just the playoffs.

TO VIEW TEAM STATS:

1. From the Rules & Options menu, choose STATS CENTRAL. The Statistics screen appears.
2. Highlight TEAM STATS—SEASON or TEAM STATS—PLAYOFFS. The Team Stats screen appears.
 - ➔ Press the **⬅➡** to view off-screen stats.
 - ➔ To re-sort the displayed stats, press the **⬅➡** and highlight the column by which you want the stats sorted and then press **A**.

PLAYER STATS

View Player Stats for the season or for the playoffs.

TO VIEW PLAYER STATS:

1. From the Rules & Options menu, choose STATS CENTRAL. The Statistics screen appears.
2. Choose PLAYER STATS—SEASON or PLAYER STATS—PLAYOFFS. The Player Stats screen appears.
 - ➔ Press **Y** to cycle through the categories of players displayed, including Skaters, Forwards, Defensemen, Goalies, Rookie Skaters, Rookie Forwards, Rookie Defensemen, and Rookie Goalies.
 - ➔ Pull **L** or **R** to change the team(s) displayed.
 - ➔ To resort the displayed stats, press the **⬅➡** and highlight the column by which you want the stats sorted and then press **A**.

CONFIGURE CONTROLLER

TO CONFIGURE YOUR CONTROLLER:

1. From the Rules & Options menu, choose CONFIGURE CONTROLLER. The Controller Configuration screen appears.
2. Press the **⬆** to select a button for which you want to change the control.
3. Press the **⬅➡** to cycle through the options for that button.
 - ➔ To switch between "with puck" and "without puck" controls, press **Y**.
 - ➔ Pull **L** to toggle vibration ON/OFF.
 - ➔ Pull **R** to return the controls to the default setting.
 - ➔ To alter more advanced controls, press **X**.

SAVE/LOAD SETTINGS

TO SAVE YOUR SETTINGS:

1. From the Rules & Options menu, choose SAVE/LOAD SETTINGS. The Save screen appears.
2. Press **A** to bring up the Save overlay and then press **A** again to confirm the save.

TO LOAD YOUR SETTINGS:

1. From the Rules & Options menu, choose SAVE/LOAD SETTINGS.
2. Choose LOAD. The Load screen appears.
3. Press the **⬆** to highlight the file you want to load, and then press **A**.



EA SPORTS™ EXTRAS

Take a look at what's new in this year's game, review NHL strategies with Marc Crawford, polish your game at the NHL Training Camp by watching the tutorial videos, view the *NHL 2004* game credits, and get a sneak peek at what's coming from EA SPORTS.

WHAT'S NEW IN NHL® 2004?

See what's new to the game this year.

NHL® TRAINING CAMP

Get yourself hockey-educated by watching these tutorial videos.

- ❖ Strategically Speaking
- ❖ A Lesson in Offense
- ❖ Win with Defense

STRATEGIES WITH MARC CRAWFORD

Learn the nuances of strategy selection with Canucks Head Coach Marc Crawford. Crawford leads you through strategies for Offense, Defense, Powerplays, and Penalty Killing.

CREDITS

See who had a hand in creating *NHL 2004*.

SEASON PREVIEW

Take a look at what EA SPORTS has for you this season.



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